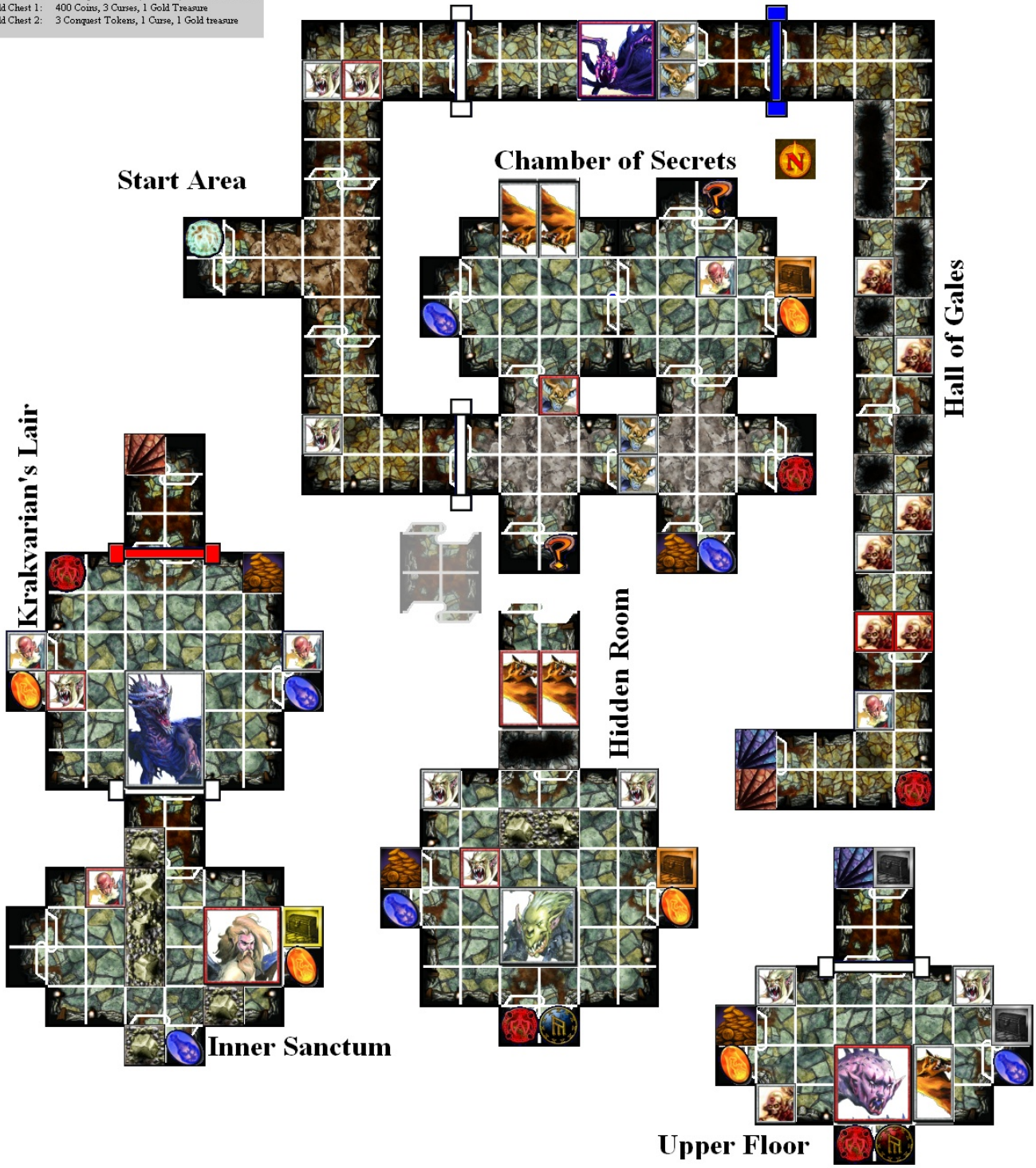
Copper Chest 1: 1 Conquest Token, 1 Curse, 1 Copper Treasure
Copper Chest 2: 200 Coins, 2 Curses, 2 Copper Treasures
Copper Chest 3: 1 Conquest token, 1 Copper Treasure
Silver Chest 1: 2 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver Chest 2: 300 Coins, 2 Silver Treasures
Silver Chest 3: 2 Conquest Tokens, 3 Curses, 1 Silver Treasures
Gold Chest 1: 400 Coins, 3 Curses, 1 Gold Treasure
Gold Chest 2: 3 Conquest Tokens, 1 Curse, 1 Gold treasure

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# Krakvarian the Vile

By Scott Gano

## Quest Background

Tired of your wanderings in the small country villages, you have headed into one of the larger towns closer to civilization. You are looking forward to a higher quality bed and to the decent meal you have ordered. But when the food arrives you discover that though it looks delicious, it has a foul disgusting flavor, a flavor that extends even to the mead and the water.
The innkeeper apologizes for it, but says there's nothing he can do. All the food, all the water, all the everything in the town is saturated with the disgusting taste. It's the effects of Krakvarian the Vile, an evil sorcerer that has taken up residence in the caverns to the East.
Suddenly, the Innkeeper looks hopeful and says "If you were to free us from this awful situation, the entire town would be eternally in your debt! We could pay you some reward, and my inn would always be free to you!"
Ah, the things you'll do for a decent meal.

## Quest Goals

You must destroy the living evil that is Krakvarian the Vile to complete this quest.
If you should manage to activate some of the ancient glyphs of transport along the way then so much the better. You begin with 6 conquest tokens. If they should ever run out, then Krakvarian will have triumphed over you.

## Start Area

You have reached the Sorcerer s cavern. The cavern is dark and damp like all dungeons, but this one seems different, more finely crafted perhaps. The damp feel seems to come from small rivulets of water seeping in from the walls all along the corridor.
A brief inspection shows you that the water is not seeping in at all, but is really flowing through carefully crafted channels to create the appearance and feel of a leaky dungeon. Things here are obviously not what they seem to be.

## Chamber of Secrets

The all too familiar stench of putrid evil reaches you once the door is opened. The hall beyond is dark, but rooms to the North seep light in elongated slivers from the archways.
From the darkness between arches a leather rustle is heard, and the rooms spill out a chorus of quite sounds that speak of dark occupants.

**If the Heroes stand on the South Marker Alone:**

You see a square tile of smooth highly polished marble set into the floor here.
Depressed slightly into the surface of the tile is the impression of a left footprint.
You place your foot within the impression, and the stone breifly glows with a pale yellow light.

**If the Heroes stand on the North Marker Alone:**

You see a square tile of smooth highly polished marble set into the floor here.
Depressed slightly into the surface of the tile is the impression of a right footprint.
You place your foot within the impression, and the stone breifly glows with a pale yellow light.

**If the Heroes are on Both markers:**

The tiles beneath your feet begin to glow with a soft and steady light and the sound of stone grating against stone reverberates through the chamber.
The wall beside the Southern tile laboriously slides up into the ceiling revealing a passageway beyond.
The smell of hot smouldering fur wafts through the opening door...

Replace the dead end piece containing the Southern encounter marker with the short hall piece shown greyed out on the map.

## Hidden Room

Four baleful red eyes greet you as the wall finally vanishes into the ceiling.
From the darkness beyond them, you hear an oddly joyous voice.
"Ah, heroes! It has been so long! Come, we have not had combat in some time, this will be an enjoyable distraction!"

## Hall of Gales

The door opens to a long and dark hall. A strong gale blows into your face, a steady wind that neither ebbs nor strengthens.
The wind fills the hall with a low mournful roar that seems to come from a bottomless place. A faint musical sound, like wind through wind chimes dances on the edge of your hearing.

A steady wind blows to the North in this hall.
All ranged attacks shot to the North add a +1 to their range roll.
All ranged attacks shot to the South Subtract 1 from thier range roll.
Melee and East or West shots are unaffected.
**Important: In this hall, the Overloard may spend 8 Threat Tokens to generate an "Violent Gust" before activating any monsters.**
**All Monsters and Heroes in the hall are moved 1 space North.**
**Heroes or Monsters against the North wall are unaffected.**

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## Upper Floor

Here, a giant Naga sits coiled against the far wall, it's eyes glinting in your torchlight as it stares you down.
"We have what you want little ones. Come, try and take it!" The Nagas voice carries with it an unearthly authority. From the surrounding shadows, things begin to stir...

## Krakvarian's Lair

The door swings open sluggishly, and you soon see why. The floor of the chamber is littered with hundreds, perhaps thousands, of charred bones. You can identify many different creatures, but most appear to be human remains.
From the center of the room a massive dragon rears up, it's mighty wings beat once scattering the bones to the corners of the room with the gust.
"I am the master's guardian", the dragon booms. "You...well, you are lunch."

## Inner Sanctum

You have reached the personal chambers of Krakvarian at last.
The door opens to a surprisingly tasteful room decorated in lavish furniture and tapestries. The room would fit easily in any of the finest castles or manors in the realm, and it's decor would be the envy of the highest noblemen. Well, except for the giant Manticore in the corner.

**Important: Krakvarian the Vile**
Krakvarian is a Master Sorcerer with the following additions.
He has 4 extra wounds, 2 extra Armor, and the Poison ability due to his foul magic.
**If Krakvarian is killed and stays dead:**

Krakvarian slumps to the ground clutching his wounds. Glowing magic breifly surrounds him as he attepts to regenerate himself, but it fades away without effect.
"You have killed me" the monsterous wizard gasps. "I cannot believe..."
The Sorceror collapses to the ground and remains motionless.
Krakvarian the Vile is dead, his reign of terror has ended.
The Heroes have completed the quest! They recieve 5 Conquest tokens for destroying Krakvarian.

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